

REGION V BASKETBALL CHEERLEADING COMPETITION

CHEERLEADING FUNDAMENTALS	POINTS POSSIBLE	POINTS EARNED	AREAS OF STRENGTH	AREAS TO IMPROVE
Motion Technique	10		<input type="checkbox"/> Good Variety <input type="checkbox"/> Sharp Motions <input type="checkbox"/> Good Precision	<input type="checkbox"/> Not together <input type="checkbox"/> Watch Angles <input type="checkbox"/> Need Variety
Jumps - technique/ variety/incorporation	5		<input type="checkbox"/> Good Height <input type="checkbox"/> Variety of jumps	<input type="checkbox"/> Be stronger <input type="checkbox"/> Point toes
Tumbling - technique/ variety/incorporation	10		<input type="checkbox"/> Use of tumbling <input type="checkbox"/> Variety of tumbling	<input type="checkbox"/> Work on height <input type="checkbox"/> Add difficulty
Pyramids - Partner Stunts	10		<input type="checkbox"/> Good Stunts <input type="checkbox"/> Clean Dismounts <input type="checkbox"/> Variety of Stunts	<input type="checkbox"/> Not Perfected <input type="checkbox"/> Squad Unity <input type="checkbox"/> Dismounts shaky
Comments				<input type="checkbox"/> Stunts not strong <input type="checkbox"/> Step, Lock, Tighten

SIDELINES				
Attentiveness - Game & Crowd	10		<input type="checkbox"/> Attentive to game <input type="checkbox"/> Appropriate cheers <input type="checkbox"/> Crowd Control <input type="checkbox"/> Good Sportsmanship	<input type="checkbox"/> Attention to game <input type="checkbox"/> Inappropriate cheers <input type="checkbox"/> Need crowd control <input type="checkbox"/> Unsportsmanlike
Sideline Routine	10		<input type="checkbox"/> Use of poms & signs <input type="checkbox"/> Positive Mascot Use <input type="checkbox"/> Creative dance	<input type="checkbox"/> No signs or poms <input type="checkbox"/> Poor mascot use <input type="checkbox"/> Little or no dance
Sportsmanship - Positive	10			

APPEAL & PROJECTION				
Voice - Expression	5		<input type="checkbox"/> Strong Voices <input type="checkbox"/> Good Volume <input type="checkbox"/> Good Expression	<input type="checkbox"/> Be Louder <input type="checkbox"/> Don't bark words <input type="checkbox"/> Voices Fade
Showmanship - Spirit	10		<input type="checkbox"/> Genuine Spirit <input type="checkbox"/> Showy/Spirited	<input type="checkbox"/> More Smiles <input type="checkbox"/> Low energy level

VARIETY OF ROUTINES				
Degree of Difficulty	10		<input type="checkbox"/> Squad Unity <input type="checkbox"/> Good Changes <input type="checkbox"/> Good Flow <input type="checkbox"/> Good Formation	<input type="checkbox"/> Not Together <input type="checkbox"/> Too slow/fast <input type="checkbox"/> Break in flow <input type="checkbox"/> Watch Spacing
Transition - Flow of routine Spacing - Use of floor Overall Execution & Timing	10		<input type="checkbox"/> Smooth Transition <input type="checkbox"/> Good squad skill use <input type="checkbox"/> Good floor use <input type="checkbox"/> Good Variety <input type="checkbox"/> Creativity <input type="checkbox"/> Music Appropriate <input type="checkbox"/> Solid Routine <input type="checkbox"/> Clean Routine	<input type="checkbox"/> Transition sloppy <input type="checkbox"/> Add difficulty <input type="checkbox"/> Vary formations <input type="checkbox"/> Needs variety <input type="checkbox"/> Monotonous <input type="checkbox"/> Different music <input type="checkbox"/> Stunts off <input type="checkbox"/> Falls <input type="checkbox"/> Needs Polish
Comments				

TOTAL POINTS (100 points max)

Judges Initials _____